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1 Generated glyphs as memorable desktop icons for document

Alain D. M. G. Vaillancourt

 November 1998 **Proceedings of the 1998 workshop on New paradigms in information visualization and manipulation**

 Full text available: pdf(537.36 KB) Additional Information: [full citation](#), [references](#), [index terms](#)
Keywords: hardware/software interface

2 Generators in Icon

Ralph E. Griswold, David R. Hanson, John T. Korb

 April 1981 **ACM Transactions on Programming Languages and Systems (TOPLAS)**, Volume 3 Issue 2

 Full text available: pdf(1.03 MB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

3 A recursive interpreter for the Icon programming language

J. O'Bagy, R. E. Griswold

 July 1987 **ACM SIGPLAN Notices, Papers of the Symposium on Interpreters and interpretive techniques**, Volume 22 Issue 7

 Full text available: pdf(923.75 KB) Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)

The implementation of the Icon programming language is more interesting and difficult than the implementation of many other programming languages because an expression in Icon can generate a sequence of results. The implementation therefore must support control backtracking in expression evaluation. There also are several novel control structures related to generators. Because expression evaluation is limited lexically, a full coroutine mechanism is not needed and expression evaluation can be ha ...

4 The Evaluation of Expressions in Icon

Ralph E. Griswold

 October 1982 **ACM Transactions on Programming Languages and Systems (TOPLAS)**, Volume 4 Issue 4

 Full text available: pdf(1.24 MB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

5 An evaluation of an automatically generated compiler

Anthony M. Sloane

September 1995

ACM Transactions on Programming Languages and Systems (TOPLAS),

Volume 17 Issue 5

Full text available:  [pdf\(1.05 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#), [review](#)

Compilers or language translators can be generated using a variety of formal specification techniques. Whether generation is worthwhile depends on the effort required to specify the translation task and the quality of the generated compiler. A systematic comparison was conducted between a hand-coded translator for the Icon programming language and one generated by the Eli compiler construction system. A direct comparison could be made since the generated program performs the same translatio ...

Keywords: compiler generation

6 Synthesizing auditory icons

William W. Gaver

May 1993

Proceedings of the SIGCHI conference on Human factors in computing systems

Full text available:  [pdf\(980.54 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Auditory icons add valuable functionality to computer interfaces, particularly when they are parameterized to convey dimensional information. They are difficult to create and manipulate, however, because they usually rely on digital sampling techniques. This paper suggests that new synthesis algorithms, controlled along dimensions of events rather than those of the sounds themselves, may solve this problem. Several algorithms, developed from research on auditory event perception, are descri ...

Keywords: auditory interfaces, interface techniques, multimedia, sound

7 Generating LR syntax error messages from examples

Clinton L. Jeffery

September 2003

ACM Transactions on Programming Languages and Systems (TOPLAS),

Volume 25 Issue 5

Full text available:  [pdf\(103.07 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

LR parser generators are powerful and well-understood, but the parsers they generate are not suited to provide good error messages. Many compilers incur extensive modifications to the source grammar to produce useful syntax error messages. Interpreting the parse state (and input token) at the time of error is a nonintrusive alternative that does not entangle the error recovery mechanism in error message production. Unfortunately, every change to the grammar may significantly alter the mapping fr ...

Keywords: LR parsers, Syntax error messages

8 Modeling software tools with ICON

O. R. Fonorow

April 1988

Proceedings of the 10th international conference on Software engineering

Full text available:  [pdf\(1.88 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)


This paper describes a new software test automation tool, a powerful new programming

language, and the software development process that resulted when these tools were combined. A small development team of software developers and potential customers devised the unconventional process to meet a short deadline. The process produced an operational prototype or model of the entire software system that customers were able to use during the time it was being developed.

9 Stereophonic and surface sound generation for exploratory data analysis

Stuart Smith, R. Daniel Bergeron, Georges G. Grinstein

March 1990 **Proceedings of the SIGCHI conference on Human factors in computing systems: Empowering people**

Full text available:  [pdf\(817.70 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The analysis and interpretation of very high dimensional data require the development and use of data presentation techniques that harness human perceptual powers. The University of Lowell's Exploratory Visualization project (Exvis) aims at designing, implementing, and evaluating perceptually-based tools for data presentation using both visual and auditory domains. This paper describes several auditory data presentation techniques, including the generation of stereophonic sound with apparen ...

10 The Icon programming language a new approach to high-level string processing

Ralph E. Griswold

January 1979 **Proceedings of the 1979 annual conference**


Full text available:  [pdf\(473.78 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Icon is a high-level programming language designed for nonnumerical applications with an emphasis on string processing. A goal-directed evaluation mechanism, combined with string analysis operations that are capable of producing alternative values, allows string processing to be integrated with the rest of the features of the language.

11 Principles of an icons-based language

C. Frasson, M. Er-radi

June 1986 **ACM SIGMOD Record , Proceedings of the 1986 ACM SIGMOD international conference on Management of data**, Volume 15 Issue 2

Full text available:  [pdf\(857.39 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Improvements both in technology and in user-oriented software have shown the feasibility of new kinds of non-procedural languages. However, interaction between end-user and data should rely more and more on graphical languages and, particularly, on 'iconic' languages. In the following we review and analyze the forces which are at the origin of changes in the user environment. We give the main specifications of an iconic interface and a command language based on icons. Examples are giv ...

12 Generating VHDL-A—like models using ABSynth

Vincent Moser, Hans Peter Amann, Pascal Nussbaum, Fausto Pellandini

December 1995 **Proceedings of the conference on European design automation**

Full text available:  [pdf\(597.20 KB\)](#) Additional Information: [full citation](#), [references](#), [index terms](#)

13 The use of icons to aid user orientation in Windows help files

Rebecca C. Hall

November 1992 **Proceedings of the 10th annual international conference on Systems documentation**

Full text available:  [pdf\(456.25 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)


14 Specification and dialogue control of visual interaction through visual rewriting systems

P. Bottoni, M. F. Costabile, P. Mussio

November 1999

ACM Transactions on Programming Languages and Systems (TOPLAS),

Volume 21 Issue 6

Full text available:  [pdf\(886.71 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Computers are increasingly being seen not only as computing tools but more so as communication tools, thus placing special emphasis on human-computer interaction (HCI). In this article, the focus is on visual HCI, where the messages exchanged between human and computer are images appearing on the computer screen, as usual in current popular user interfaces. We formalize interactive sessions of a human-computer dialogue as a structured set of legal visual sentences, i.e., as a visual language ...

Keywords: control automaton, dialogue control, visual languages

15 A tool to support speech and non-speech audio feedback generation in audio interfaces

Lisa J. Stifelman

December 1995

Proceedings of the 8th annual ACM symposium on User interface and software technology

Full text available:  [pdf\(966.15 KB\)](#)

Additional Information: [full citation](#), [references](#), [index terms](#)


Keywords: auditory feedback, hand-held computers, non-speech audio, speech recognition, speech user interfaces, text-to-speech synthesis

16 Using icons to find documents: simplicity is critical

Michael D. Byrne

May 1993

Proceedings of the SIGCHI conference on Human factors in computing systems

Full text available:  [pdf\(705.11 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

A common task at almost any computer interface is that of searching for documents, which GUIs typically represent with icons. Oddly, little research has been done on the processes underlying icon search. This paper outlines the factors involved in icon search and proposes a model of the process. An experiment was conducted which suggests that the proposed model is sound, and that the most important factor in searching for files is the type of icons used. In general, simple icons (those disc ...

Keywords: empirical evaluation, formal models of the user, icons, screen design

17 Interactive visualization of mixed scalar and vector fields

Lichan Hong, Xiaoyang Mao, A. Kaufman

October 1995

Proceedings of the 6th conference on Visualization '95

Full text available:  [pdf\(1.41 MB\)](#) 

[Publisher Site](#)

Additional Information: [full citation](#), [abstract](#)

This paper describes an approach for interactive visualization of mixed scalar and vector fields, in which vector icons are generated from pre-voxelized icon templates and volume-rendered together with the volumetric scalar data. This approach displays simultaneously

the global structure of the scalar field and the detailed features of the vector field. Interactive visualization is achieved with incremental image update, by re-rendering only a small portion of the image wherever and whenever a c ...

18 Unintended effects: varying icon spacing changes users' visual search strategy

Sarah P. Everett, Michael D. Byrne

April 2004 **Proceedings of the 2004 conference on Human factors in computing systems**

Full text available:  pdf(675.36 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)


Users of modern GUIs routinely engage in visual searches for various control items, such as buttons and icons. Because this is so ubiquitous, it is important that the visual properties of user interfaces support such searches. The current research is aimed at deepening our understanding of how the visual spacing between icons affects visual search times. We constructed an experiment based on previous icon sets [8] where spacing between icons was systematically manipulated, and for which we had a ...

Keywords: iconic displays, user and cognitive models, visual search

19 Context-sensitive, graphic presentation of information

Mark Friedell, Jane Barnett, David Kramlich

July 1982 **ACM SIGGRAPH Computer Graphics , Proceedings of the 9th annual conference on Computer graphics and interactive techniques**, Volume 16 Issue 3

Full text available:  pdf(849.33 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We begin by reviewing spatial data management—the technique of accessing and organizing information via its graphical representation in an organized spatial framework. We describe an operational prototype system that exceeds the capabilities of other spatial data management systems in two ways: (1) the graphical presentation of data is tailored to the user's identity, task, and database query; and (2) the system has the capacity for large databases. These capabilities are p ...

20 Some virtues and limitations of action inferring interfaces

Edwin Bos

December 1992 **Proceedings of the 5th annual ACM symposium on User interface software and technology**

Full text available:  pdf(1.09 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

An action inferring facility for a multimodal interface called Edward is described. Based on the actions the user performs, Edward anticipates future actions and offers to perform them automatically. The system uses inductive inference to anticipate actions. It generalizes over arguments and results, and detects patterns on the basis of a small sequence of user actions, e.g. "copy a lisp file; change extension of original file into .org; put the copy in the backup folder". Multi ...

Keywords: demonstrational interfaces, multimodal interfaces, programming by example

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